

# Todo List

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## 1. Needed Improvements

- [all]
    - duplicate/add/delete lod resources and files
    - Show lod file index as part of tree view
    - mapResetCount is probably a 2-byte short with another 2-byte-short field following it.
    - Decode dlw remaining data.
    - Fix control array index # to be adjusted number
    - Show variable dlw unknown3 records
    - Handle offsets in blw Unknown0 data
    - Items in chest control array
    - create decoding table tool and handler
    - decode identified status bits - 0/1 id, 0/2 broken, 0/4?
    - handle special magic in chest items, gold in items
    - decode unknown3 in chest items (item class?)
    - Dirty status for handler data changes
    - lodresourcecontroller instance tracker (especially for dirty data)
    - Add new/changed palette support for importing sprites.
    - Remove sprite loading lookup table objects and read array directly
    - Pal handler imports
    - Bin file handlers
    - Raw file imports
    - MM7 and MM8 level format differences
    - Some events have different formats
    - Odm/blw/ddm/dlw have slightly different formats for mm7 and mm8
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## 2. Useful Enhancements

- [all]
  - PageUp/PageDown for scroller in displayed components.
  - Retrieve save panel from application controller for persistence
  - Multiple monitor panel (a la eclipse background tasks)
  - Refactor UnlodFrame into display and control classes
  - Provide separate getData for raw/decoded composite data
  - Have icon palettes as part of getData/writeData
  - Load in multiple-image formats.
  - Write file converter functions for importing/exporting/displaying fnt files
  - Write tests that compute the md5 signature for all extracted MM6-8 resources to insure the basic unpacking code is still valid.

## Todo List

- Find a better way to locate MM8LevelEditor.properties?
- Somehow find installation directory for MM6-8 and make the default path point to one of them?
- Create handler mechanism so LodFileLoader can be versioned and no longer referenced in org.gamenet.
- Create loader mechanism for loading various LOD file types rather than hardcoding them in LodFileLoader

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## 3. Feedback

- **[feedback]** Mail [mkienenb@alaska.net](mailto:mkienenb@alaska.net) (mailto:mkienenb@alaska.net) with feedback. #mkienenb